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EXAMINER	
ZHOU, TING	

ART UNIT	PAPER NUMBER
2173	

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Please find below and/or attached an Office communication concerning this application or proceeding.

The time period for reply, if any, is set in the attached communication.

Office Action Summary	Application No.	Applicant(s)	
	10/022,151	NIE ET AL.	
	Examiner	Art Unit	
	TING ZHOU	2173	

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) OR THIRTY (30) DAYS, WHICHEVER IS LONGER, FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

1)☒ Responsive to communication(s) filed on *11/20/2008*.

2a)☐ This action is **FINAL**. 2b)☒ This action is non-final.

3)☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

4)☒ Claim(s) *1-8,10-16,18-35,37-59 and 61-79* is/are pending in the application.

4a) Of the above claim(s) _____ is/are withdrawn from consideration.

5)☐ Claim(s) _____ is/are allowed.

6)☒ Claim(s) *1-8,10-16,18-35,37-59 and 61-79* is/are rejected.

7)☐ Claim(s) _____ is/are objected to.

8)☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

9)☐ The specification is objected to by the Examiner.

10)☐ The drawing(s) filed on _____ is/are: a)☐ accepted or b)☐ objected to by the Examiner.

Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).

Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).

11)☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

12)☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).

a)☐ All b)☐ Some * c)☐ None of:

1.☐ Certified copies of the priority documents have been received.

2.☐ Certified copies of the priority documents have been received in Application No. _____.

3.☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).

* See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

1) ☐ Notice of References Cited (PTO-892)
2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
3) ☐ Information Disclosure Statement(s) (PTO/SB/08) Paper No(s)/Mail Date _____.
4) ☐ Interview Summary (PTO-413) Paper No(s)/Mail Date. _____.
5) ☐ Notice of Informal Patent Application
6) ☐ Other: _____.

DETAILED ACTION

1. The Request for Continued Examination (RCE) filed on 20 November 2008 under 37 CFR 1.53(d) based on parent Application No. 10/022,151 is acceptable and a RCE has been established. An action on the RCE follows.

2. The amendments filed on 20 November 2008, submitted with the filing of the RCE have been received and entered; by this amendment, the applicant has added new claims 67-79. Claims 1-8, 10-16, 18-35, 37-59 and 61-79 as amended are pending in the application.

Claim Rejections - 35 USC § 103

The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

> (a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negatived by the manner in which the invention was made.

3. Claims 1-8, 10-16, 20-35, 39-47, 50-59, 61-71, 73-77 and 79 are rejected under 35 U.S.C. 103(a) as being unpatentable over Gill et al. U.S. Patent 6,081,262 (hereinafter "Gill") and Gadh et al. U.S. Patent 6,525,732 (hereinafter "Gadh").

Referring to claims 1, 30 and 42, Gill teaches a method, system and machine readable storage medium having instructions comprising receiving a first request to create a scene and receiving a second request to add at least two media objects to the scene (adding a plurality of media objects to a page to create an integrated presentation) (Gill: column 3, lines 10-33n and

56-62), wherein each media object is two-dimensional (as shown by the two-dimensional objects displayed in Figure 2 of Gill); preparing a translation vector and a rotation matrix for each of the media objects, the rotation matrix and the translation matrix defining an orientation and a location of each of the media objects in the scene (regulating the spatial relationship between the objects within the presentation by coordinating and managing the inputting of data into the plurality of partitions on the presentation; each object placed on the presentation has both a position and extent on the page; the user can further define the orientation and location of the imported objects by zooming, rotating, resizing, etc. the objects) (Gill: column 3, lines 21-45 and column 7, lines 33-48); and building the scene for display, wherein the at least two media objects are included within the scene (viewing the multimedia presentation) (Gill: column 14, lines 18-19 and column 18, lines 17-26), and the scene is translatable and rotatable (using a multi-media authoring tool extension to create a multimedia presentation, the media object of the presentation being able to be translated and rotated via capabilities of zooming, rotating, resizing, etc. the objects) (Gill: column 3, lines 10-45 and column 7, lines 1-62). This is further shown in Figure 2 where a plurality of media objects are placed at certain locations on the presentation. However, Gill fails to explicitly teach the created scene is a virtual reality scene and associating each media object with a series of two-dimensional views of the object from various orientations and locations in three-dimensional space, wherein each two-dimensional view of each media object defines a different orientation of each media object, and wherein translating and rotating the virtual reality scene results in changing the respective two-dimensional views of the object to give the appearance of the media objects having three-dimensional qualities. Gadh teaches a computerized environment for displaying images (Gadh: column 1, lines 14-18 and 49-52)

similar to that of Gill. In addition, Gadh further teaches a virtual reality scene (Gadh: column 1, lines 14-18) and associating each media object with a series of two-dimensional views of the object from various orientations and locations in three-dimensional space (each object is associated with images from several viewpoints) (Gadh: column 1, lines 59-63 and column 2, lines 14-22), wherein each two-dimensional view of each media object defines a different orientation of each media object (each image is taken from a different viewpoint; for example, the viewpoints can be oriented 30 degrees apart) (Gadh: column 1, line 59-column 2, line 2), and wherein translating and rotating the virtual reality scene results in changing the respective two-dimensional views of the objects to give the appearance of the media objects having three-dimensional qualities (displaying changing images of the object in succession to the user, so that it appears as an animated view of the rotation of a three-dimensional object) (Gadh: column 2, lines 14-22). It would have been obvious to one of ordinary skill in the art, having the teachings of Gill and Gadh before him at the time the invention was made, to modify the creation and manipulation of a scene from a plurality of media objects of Gill to include the creation of a virtual reality scene from two-dimensional images, as taught by Gadh, in order to obtain two-dimensional media objects that give the appearance of three-dimensional qualities when manipulated. One would have been motivated to make such a combination in order to allow users to display and navigate three-dimensional representations of objects, which are more realistic and life-like.

Referring to claims 23 and 53, Gill teaches a method and machine readable storage medium having instructions comprising storing a first function to allow an application program to create a scene, wherein the scene is to be able to be translated and rotated (using a multi-media

authoring tool extension to create a multimedia presentation, the media object of the presentation being able to be translated and rotated via capabilities of zooming, rotating, resizing, etc. the objects) (Gill: column 3, lines 10-45, column 6, lines 49-50 and column 7, lines 1-62); receiving a request for execution of the first function (creating the presentation output using the authoring tool) (Gill: column 3, lines 10-45, column 6, lines 49-50 and column 7, lines 1-62); storing a second function to allow the application program to add at least two media objects to the virtual reality scene responsive to the request to execute the first function (combining a plurality of media objects of multiple diverse types into an integrated presentation) (Gill: column 3, lines 10-15 and 56-62), wherein each media object is two-dimensional (as shown by the two-dimensional objects displayed in Figure 2 of Gill); receiving a request for execution of the second function (combining the plurality of media objects) (Gill: column 3, lines 10-15 and 56-62); and preparing a translation vector and a rotation matrix for each of the media objects, the rotation matrix and the translation matrix defining an orientation and a location of each of the media objects in the scene responsive to the request to execute the second function (regulating the spatial relationship between the objects within the presentation by coordinating and managing the inputting of data into the plurality of partitions on the presentation; each object placed on the presentation has both a position and extent on the page; the user can further define the orientation and location of the imported objects by zooming, rotating, resizing, etc. the objects) (Gill: column 3, lines 21-45, column 7, lines 33-48 and column 6, lines 49-50). This is further shown in Figure 2 where a plurality of media objects is placed at certain locations on the presentation. However, Gill fails to explicitly teach the created scene is a three-dimensional virtual reality scene and associating each media object with a series of two-dimensional views of the object from various orientations

and locations in three-dimensional space, wherein each two-dimensional view of each media object defines a different orientation of each media object, and wherein translating and rotating the virtual reality scene results in changing the respective two-dimensional views of the object to give the appearance of the media objects having three-dimensional qualities. Gadh teaches a computerized environment for displaying images (Gadh: column 1, lines 14-18 and 49-52) similar to that of Gill. In addition, Gadh further teaches a three-dimensional virtual reality scene (Gadh: column 1, lines 14-18) and associating each media object with a series of two-dimensional views of the object from various orientations and locations in three-dimensional space (each object is associated with images from several viewpoints) (Gadh: column 1, lines 59-63 and column 2, lines 14-22), wherein each two-dimensional view of each media object defines a different orientation of each media object (each image is taken from a different viewpoint; for example, the viewpoints can be oriented 30 degrees apart) (Gadh: column 1, line 59-column 2, line 2), and wherein translating and rotating the virtual reality scene results in changing the respective two-dimensional views of the objects to give the appearance of the media objects having three-dimensional qualities (displaying changing images of the object in succession to the user, so that it appears as an animated view of the rotation of a three-dimensional object) (Gadh: column 2, lines 14-22). It would have been obvious to one of ordinary skill in the art, having the teachings of Gill and Gadh before him at the time the invention was made, to modify the creation and manipulation of a scene from a plurality of media objects of Gill to include the creation of a virtual reality scene from two-dimensional images, as taught by Gadh, in order to obtain two-dimensional media objects that give the appearance of three-dimensional qualities when manipulated. One would have been motivated to make such a combination in order to allow

users to display and navigate three-dimensional representations of objects, which are more realistic and life-like.

Referring to claims 2, 25, 31, 43 and 55, Gill, as modified, teach receiving a third request to manipulate the virtual reality scene and manipulating the virtual reality scene (allowing the user to edit, manage and manipulate the objects on the multimedia presentation) (Gill: column 3, lines 37-44, column 4, lines 35-44 and column 10, lines 64-67).

Referring to claims 3, 26, 32, 44 and 56, Gill, as modified, teach updating the translation vector and rotation matrix for each of the media objects responsive to receiving the third request to manipulate the scene (as each one of the plurality of media objects are added to the presentation, the presentation is updated to regulate the spatial relationships among the plurality of objects and reflect the new addition) (Gill: column 3, lines 21-44).

Referring to claim 4, Gill, as modified, teach the third request to manipulate is received from an application program (using the authoring tool to manage and manipulate the presentation) (Gill: column 10, lines 64-67 and column 13, lines 63-67).

Referring to claim 5, Gill, as modified, teach the third request to manipulate originates from the user (the user is using the authoring tool to manage and manipulate the presentation) (Gill: column 5, lines 36-44 and column 6, lines 57-59).

Referring to claims 6, 27, 33, 45 and 57, Gill, as modified, teach the third request to manipulate is one of a pan request, a zoom request, and a tilt request (allowing the user to perform operations on the objects within the presentation such as zoom, rotate, etc.) (Gill: column 6, lines 49-63).

Referring to claims 7, 28, 34, 46 and 58, Gill, as modified, teach calling one or more library functions of a plurality of library functions to manipulate the media objects (using one of the tools, or functions of the authoring tool, such as zoom, rotate, resize, etc. to manipulate the objects; for example, creating a button object using the function of the button library pixel editor) (Gill: column 6, lines 49-63 and column 11, lines 44-47).

Referring to claims 8, 29, 35, 47 and 59, Gill, as modified, teach the library functions are included in an operating system enhancement application program interface (the functions used to manipulate the objects are part of the authoring tool) (Gill: column 10, lines 64-67 and continuing onto column 11, lines 1-47).

Referring to claim 10, Gill et al. teach receiving a selection of a first media object of the media objects within the scene (selecting the media objects to rotate, resize, zoom, etc.) (Gill: column 6, lines 49-63 and column 11, lines 4-6).

Referring to claim 11, Gill, as modified, teach receiving a third request to manipulate the first media object (allowing the user to edit, manage and manipulate the objects on the multimedia presentation) (Gill: column 3, lines 37-44, column 4, lines 35-44 and column 10, lines 64-67).

Referring to claim 12, Gill, as modified, teach updating the translation vector and rotation matrix for each of the media objects responsive to receiving the third request to manipulate the first media object (as each one of the plurality of media objects are added to the presentation, the presentation is updated to regulate the spatial relationships among the plurality of objects and reflect the new addition; furthermore, the user can define the position and extent of each object on the presentation) (Gill: column 3, lines 21-44 and column 7, lines 33-37).

Referring to claim 13, Gill, as modified, teach the third request to manipulate originates from the user (the user is using the authoring tool to manage and manipulate the presentation) (Gill: column 5, lines 36-44 and column 6, lines 57-59).

Referring to claim 14, Gill, as modified, teach the third request to manipulate is one of a pan request, a zoom request, and a tilt request (allowing the user to perform operations on the objects within the presentation such as zoom, rotate, etc.) (Gill: column 6, lines 49-63).

Referring to claim 15, Gill, as modified, teach calling one or more library functions of a plurality of library functions to manipulate the media objects (using one of the tools, or functions of the authoring tool, such as zoom, rotate, resize, etc. to manipulate the objects; for example, creating a button object using the function of the button library pixel editor) (Gill: column 6, lines 49-63 and column 11, lines 44-47).

Referring to claim 16, Gill, as modified, teach the library functions are included in a well-known operating system enhancement application program interface (the functions used to manipulate the objects are part of the authoring tool) (Gill: column 10, lines 64-67 and continuing onto column 11, lines 1-47).

Referring to claims 20, 39 and 50, Gill, as modified, teach receiving a designation of a soundtrack to be played in conjunction with displaying the scene (including audio, or sound objects such as part of a movie, in the multimedia presentation) (Gill: column 1, lines 25-27, column 3, lines 56-65 and column 10, lines 11-21).

Referring to claims 21, 40 and 51, Gill, as modified, teach the soundtrack is to be played by calling one or more library functions of a plurality of library functions (the functions of the

authoring tool includes merging objects including movies, audio, etc.) (Gill: column 3, lines 56-65).

Referring to claims 22, 41 and 52, Gill, as modified, teach calling one or more library functions of a plurality of library functions to display the media objects (the authoring tool includes functions allowing it to integrate and display media objects) (Gill: column 3, lines 56-65, column 4, lines 35-44 and Figures 2-3).

Referring to claims 24 and 54, Gill, as modified, teach storing a third function to render the virtual reality scene and the media objects in the virtual reality scene (presentation mode for viewing the multimedia presentation) (Gill: column 14, lines 18-19, column 18, lines 17-26 and Figure 5); receiving a request for execution of the third function (user activation of the presentation mode to the view multimedia presentation) (Gill: column 14, lines 18-19, column 18, lines 17-26 and Figure 5); and rendering the virtual reality scene responsive to receiving the request to execute the third function (viewing the multimedia presentation) (Gill: column 14, lines 18-19, column 18, lines 17-26 and Figure 5).

Referring to claim 61, Gill, as modified, teach wherein the series of views is captured by a camera rotated about a subject of the media object (capturing images of an object from several viewpoints distributed about the object) (Gadh: column 1, lines 59-63).

Referring to claim 62, Gill, as modified, teach wherein the series of views is captured by a camera directed at a rotated subject of the media object (capturing several different images obtained from different angles of an object with a camera).

Referring to claim 63, Gill, as modified, teach wherein the series of views is determined algorithmically when the media object is added to the virtual reality scene (algorithms for manipulating images) (Gadh: column 3, lines 1-10 and column 8, lines 1-16).

Referring to claim 64, Gill, as modified, teach wherein in response to a request to navigate within the virtual reality scene, replacing a displayed view of the media object in the scene with a different view in the series of views based on the translation vector and rotation matrix to reorient and relocate the object to match the navigation (the views of the virtual objects are replaced, i.e. rotated in accordance with user manipulation of the displayed object) (Gadh: column 2, lines 13-22).

Referring to claims 65 and 66, Gill, as modified, teach receiving a fourth request to build a camera view of the virtual reality scene (user request, i.e. input to manipulate images from a camera) (Gadh: column 1, line 59-column 2, line 22), the camera view including the at least two media objects in the virtual reality scene (a plurality of media objects displayed in the presentation) (Gill: column 3, lines 10-15 and 56-62); and rendering the at least one camera view of the virtual reality scene (displaying the images obtained from the camera) (Gadh: column 1, line 59-column 2, line 22).

Referring to claims 67, 73 and 79, Gill teaches a method, machine readable storage medium and system comprising receiving a first request to create a scene and receiving a second request to add at least one media object to the scene (adding a media object to a page to create an integrated presentation) (Gill: column 3, lines 10-33n and 56-62), wherein the media object is two-dimensional (as shown by the two-dimensional objects displayed in Figure 2 of Gill); preparing a translation vector and a rotation matrix for the media object, the rotation matrix and

the translation matrix defining an orientation and a location of the media object in the scene (regulating the spatial relationship between the objects within the presentation by coordinating and managing the inputting of data into the plurality of partitions on the presentation; each object placed on the presentation has both a position and extent on the page; the user can further define the orientation and location of the imported objects by zooming, rotating, resizing, etc. the objects) (Gill: column 3, lines 21-45 and column 7, lines 33-48); and building the scene for display, wherein the media object is included within the scene (viewing the multimedia presentation) (Gill: column 14, lines 18-19 and column 18, lines 17-26), and the scene is translatable and rotatable (using a multi-media authoring tool extension to create a multimedia presentation, the media object of the presentation being able to be translated and rotated via capabilities of zooming, rotating, resizing, etc. the objects) (Gill: column 3, lines 10-45 and column 7, lines 1-62). This is further shown in Figure 2 where a media object is placed at certain locations on the presentation. However, Gill fails to explicitly teach the created scene is a virtual reality scene and associating each media object with a series of two-dimensional views of the object from various orientations and locations in three-dimensional space, wherein each two-dimensional view of each media object defines a different orientation of each media object, and wherein translating and rotating the virtual reality scene results in changing the respective two-dimensional views of the object to give the appearance of the media objects having three-dimensional qualities. Gadh teaches a computerized environment for displaying images (Gadh: column 1, lines 14-18 and 49-52) similar to that of Gill. In addition, Gadh further teaches a virtual reality scene (Gadh: column 1, lines 14-18) and associating each media object with a series of two-dimensional views of the object from various orientations and locations in three-

dimensional space (each object is associated with images from several viewpoints) (Gadh: column 1, lines 59-63 and column 2, lines 14-22), wherein each two-dimensional view of each media object defines a different orientation of each media object (each image is taken from a different viewpoint; for example, the viewpoints can be oriented 30 degrees apart) (Gadh: column 1, line 59-column 2, line 2), and wherein translating and rotating the virtual reality scene results in changing the respective two-dimensional views of the objects to give the appearance of the media object having three-dimensional qualities (displaying changing images of the object in succession to the user, so that it appears as an animated view of the rotation of a three-dimensional object) (Gadh: column 2, lines 14-22). It would have been obvious to one of ordinary skill in the art, having the teachings of Gill and Gadh before him at the time the invention was made, to modify the creation and manipulation of a scene from a plurality of media objects of Gill to include the creation of a virtual reality scene from two-dimensional images, as taught by Gadh, in order to obtain two-dimensional media objects that give the appearance of three-dimensional qualities when manipulated. One would have been motivated to make such a combination in order to allow users to display and navigate three-dimensional representations of objects, which are more realistic and life-like.

Referring to claims 68 and 74, Gill, as modified, teach receiving a third request to manipulate the virtual reality scene (allowing the user to edit, manage and manipulate the objects on the multimedia presentation) (Gill: column 3, lines 37-44, column 4, lines 35-44 and column 10, lines 64-67) and updating the translation vector and rotation matrix for the media object responsive to receiving the third request to manipulate the scene (as a media object is added to

the presentation, the presentation is updated to regulate the spatial relationships among the objects and reflect the new addition) (Gill: column 3, lines 21-44).

Referring to claims 69 and 75, Gill, as modified, teach wherein the third request to manipulate is one of a pan request, a zoom request, and a tilt request (allowing the user to perform operations on the objects within the presentation such as zoom, rotate, etc.) (Gill: column 6, lines 49-63).

Referring to claims 70 and 76, Gill, as modified, teach receiving a third request to manipulate the first media object (allowing the user to edit, manage and manipulate the objects on the multimedia presentation) (Gill: column 3, lines 37-44, column 4, lines 35-44 and column 10, lines 64-67) and updating the translation vector and rotation matrix for the media object responsive to receiving the third request to manipulate the media object (as a media object is added to the presentation, the presentation is updated to regulate the spatial relationships among the objects and reflect the new addition; furthermore, the user can define the position and extent of the object on the presentation) (Gill: column 3, lines 21-44 and column 7, lines 33-37).

Referring to claims 71 and 77, Gill, as modified, teach the third request to manipulate is one of a pan request, a zoom request, and a tilt request (allowing the user to perform operations on the objects within the presentation such as zoom, rotate, etc.) (Gill: column 6, lines 49-63).

4. Claims 18-19, 37-38, 48-49, 72 and 78 are rejected under 35 U.S.C. 103(a) as being unpatentable over Gill et al. U.S. Patent 6,081,262 (hereinafter "Gill") and Gadh et al. U.S. Patent 6,525,732, as applied to claims 1, 30, 42, 67 and 73 above, and further in view of Autry et al. U.S. Patent 5,724,106 (hereinafter "Autry").

Referring to claims 18, 37, 48, 72 and 78, Gill and Gadh teach all of the limitations as applied to claims 1, 30, 42, 67 and 73 above. Specifically, Gill and Gadh teach associating sounds with media objects (including audio, or sound objects such as part of a movie, in the multimedia presentation) (Gill: column 1, lines 25-27, column 3, lines 56-65 and column 10, lines 11-21). However, Gill and Gadh fail to explicitly teach playing the soundtrack associated with the media object when a user selects the media object. Autry teaches a graphical user interface for displaying and controlling media objects such as pictures (Autry: column 3, lines 40-44 and column 4, lines 9-11) similar to that of Gill and Gadh. In addition, Autry further teaches playing the soundtrack associated with the media object when the media object is selected by a user (playing a soundtrack when the user selects the icon by dragging and dropping the icon on a corresponding program) (Autry: column 16, lines 54-67 through column 17, lines 1-4). It would have been obvious to one of ordinary skill in the art, having the teachings of Gill, Gadh and Autry before him at the time the invention was made, to modify the interface for creating multimedia presentations of Gill and Gadh to include playing a soundtrack in response to user selection, taught by Autry. One would have been motivated to make such a combination in order to provide users with more options and control in designating how their created presentation will look and sound.

Referring to claims 19, 38 and 49, Gill, as modified, teach wherein the soundtrack is to be played responsively to movement of the associated media object (playing a soundtrack when the user selects the icon by dragging and dropping the icon on a corresponding program) (Autry: column 16, lines 54-67 through column 17, lines 1-4).

Response to Arguments

5. Applicant's arguments filed 11/20/2008 have been fully considered but they are not persuasive:

6. The applicant argues that Gill and Gadh fail to teach a "virtual reality scene that is translatable and rotatable, and wherein translating and rotating the virtual reality scene results in changing the respective two dimensional views of the objects" because the Gadh reference is limited to rotating an object within a stationary background environment. The applicant further argues that the environment disclosed in Gadh does not rotate when the object contained therein is rotated and the object contained in the environment does not rotate when the environment is rotated. However, in response to applicant's argument that the references fail to show certain features of applicant's invention, it is noted that the features upon which applicant relies (i.e., *the environment rotating when the object contained therein is rotated and the object contained in the environment rotates when the environment is rotated*) are not recited in the rejected claim(s). Although the claims are interpreted in light of the specification, limitations from the specification are not read into the claims. See *In re Van Geuns*, 988 F.2d 1181, 26 USPQ2d 1057 (Fed. Cir. 1993). Although the Gill and Gadh may not explicitly teach that a background environment and the objects contained therein are respectively moved when the other is moved, the examiner respectfully argues that the limitations of the presently recited claims do not necessitate such a feature. The claims, as presently recited states a "virtual reality scene that is translatable and rotatable, and wherein translating and rotating the virtual reality scene results in changing the

respective two dimensional views of the objects". The claims do not recite limitations regarding a background environment, and the reciprocal relationship of *the background environment being rotated when the object contained therein is rotated and the object contained in the background environment being rotated when the background environment is rotated.* Gadh teaches a virtual reality environment comprising objects, as recited in column 1, lines 14-18. Gadh further teaches that the virtual reality scene, i.e. the display comprising the objects are translatable and rotatable because the display changes images of the object in succession to the user, so that it appears as an animated view of rotation of a three-dimensional object, as recited in column 2, lines 14-22; in other words, because the display, or virtual reality environment can change images of the object so that it appears as an animated rotation of a three-dimensional object, the display gives the appearance of the object having three-dimensional qualities. Since Gill and Gadh teach that the objects are part of the virtual environment, and that the objects are translated and rotated, the examiner respectfully argues that the virtual environment is translatable and rotatable. Gadh specifically recites, in column 2, lines 8-22: 'If the user then whishes to manipulate the object, the user will issue a command to the server to index from the coordinates of the first viewpoint to the coordinates of some adjacent viewpoint(s). The images of the adjacent viewpoints will then be displayed in a sequence corresponding to the order in which the coordinates of the viewpoints are indexed. As an example, the user may "rotate" the virtual object by indexing about the coordinates of viewpoints encircling the object, and images of the viewpoints at these coordinates will be displayed to the user in succession. To the user, this may appear as an animated view of the rotating three-dimensional object, or of a rotating three-dimensional model of the object, even though the display is rendered solely from two-

dimensional images.' As seen from the above passage, Gadh teaches that a plurality of two-dimensional images of the object is changed in succession to give the appearance of a rotating three-dimensional object. In view of the above, the examiner respectfully maintains that Gill and Gadh teach a "virtual reality scene that is translatable and rotatable, and wherein translating and rotating the virtual reality scene results in changing the respective two dimensional views of the objects".

Conclusion

Any inquiry concerning this communication or earlier communications from the examiner should be directed to TING ZHOU whose telephone number is (571)272-4058. The examiner can normally be reached on Monday - Friday 8:00am - 5:00pm.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Kieu Vu can be reached on (571) 272-4057. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see http://pair-direct.uspto.gov. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/Ting Zhou/
Primary Examiner, Art Unit 2173

Application Number	Application/Control No.	Applicant(s)/Patent under Reexamination	
	10/022,151	NIE ET AL.	
	Examiner	Art Unit	
	TING ZHOU	2173	